

application is based. Claims 2-6 and 11-13 are dependent from Claim 10.

Claim 14 corresponds to the amended version of Claim 7 that was the subject the International Preliminary Examination Report.

The Applicant notes that the International Preliminary Examination Report stated that, in the opinion of the International Preliminary Examining Authority, all of the claims in the PCT application are directed to an invention that is both novel and the result of an inventive step over the prior art.

Respectfully submitted,



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Encl: Marked-Up Amended Claims 2-6, 8 and 9
Clean/Replacement Claim Set

336.9804

b1
Sub9

2. (Amended) ~~A~~The texturing system according to claim 10, including decompression means ~~(32,62)~~ for decompressing mip-map data, the mip-map data being stored in the memory means in compressed form.

3. (Amended) ~~A~~The texturing system according to claim 2, in which the decompression means ~~(32,62)~~ is connected with its input coupled to the cache means and its output coupled both to the trilinear interpolator means and to the lower-level mip-map generator means.

b2
Sub9

4. (Twice Amended) ~~A~~The texturing system according to claim 2, in which there are four cache means ~~(60)~~ and four decompression means ~~-(62)~~ arranged in parallel.

b2
Sub9

5. (Twice Amended) ~~A~~The texturing system according to claim 2, further comprising allocating means ~~(82)~~ between the cache means ~~-(60)~~ and the decompression means ~~-(62)~~, for allocating the outputs of different caches to selected ones of the decompression means.

b2
Sub9

6. (Twice Amended) ~~A~~The texturing system according to Claim 10, in which the lower-level mip-map generator means comprises four interpolators which operate on 16 texels from the mip-map held in the cache means to provide four texels as from the next lower mip-map.

b3
Sub9

8. (Amended) Apparatus for generating texture data for use in texturing an image, comprising the steps of:

means for representing texture data by arbitrary compressed codes, in which selected compressed

code values define principal colors and other compressed code values define colors which can be formed by selected weighted averages of principal colors, the corresponding code values also being weighted averages of the code values of the selected principal colors; and

interpolating means for interpolating an output texel from a plurality of input texels;

characterized in that:

the interpolating means effects the interpolation using compressed code values.

9. (Amended) A method of generating texture data for use in texturing an image, comprising the steps of:

representing texture data by arbitrary compressed codes, in which selected compressed code values define principal colors and other compressed code values define colors which can be formed by selected weighted averages of principal colors, the corresponding code values also being weighted averages of the code values of the selected principal colors;

interpolating an output texel from a plurality of input texels;

characterized in that:

the interpolating step is effected using compressed code values.